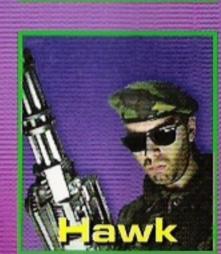The Semag-Resal, a vicious alien race from the Nacirema system, have conquered and invaded the earth. In order to maintain their rule, they have established numerous military bases manned by combat drones. These bases secretly double as research facilities for the development of human cyborgs. When 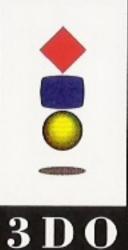completed, these cyborgs will be indistinguishable from normal humans so that they can be used to infiltrate and destroy any remaining pockets of resistance.

Scattered bands of rebels are Earth's last hope of breaking Semag rule. As one of the volunteers, your mission is to free the humans stored in stasis at each base and destroy the sentient "boss" robot. You are equipped with a bio-enhancer which increases your normal abilities, an energy shield, and your chosen weapon.

Azotar

Freon

Arashi

Hawk

MAZER

3DO

12 GUIDANCE FOR 12 & UNDER

AMERICAN LASER GAMES, INC

BACKGROUND

The Semag-Resal, a vicious alien race from the Nacirema system, have conquered and invaded the earth. In order to maintain their rule, they have established numerous military bases manned by combat drones. These bases secretly double as research facilities for the development of human cyborgs. When completed, these cyborgs will be indistinguishable from normal humans so that they can be used to infiltrate and destroy any remaining pockets of resistance.

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RUNNING MAZER

The game comes up in a looping mode (the "attract mode") where it displays the game story line, characters and an informational demo of game play. To start the game, press the "start" button. The character select screen appears allowing the player to select one of four characters. Player one chooses from the right half of the screen, player 2 from the left. Use the thumbpad to move the character selection box from character to character and hit any button (other than "start" or "stop" to choose the highlighted character.

If one player is in the middle of a game, a second player can join in by pressing the "start" button while the first player is playing one of the levels (i.e. not during the maze bonus round, level preview or display of level statistics). A small picture of one of the characters appears at the bottom corner of the screen. Cycle through the different characters using the thumbpad and hit a button to activate the displayed character.

If a player loses their last life on a level, the option to continue (restart at the beginning of the level) with a new character is given. In a two player game, the first player to lose all of their lives can press start during the level and select a new character but then must wait until the other player either finishes the level or loses all of their lives.

PLAYER CONTROLS

Each player has unique capabilities and special moves, however, all of the character's have the same basic moves:

Attack (A button):

Perform basic attack. The attack changes based on whether an opponent is far away or directly in front of the player. Holding "Attack" and moving allows the player to strafe (shoot and move at the same time while facing in the same direction). All characters can strafe except for Azotar. Hitting "Attack" and "Shield" at the same time produces the character's special medium range attack which does more damage but takes longer to complete.

Control Port

Left Shift

Right Shift

Directional Pad/ CD Controls

C Button

B Button

A Button

Stop Button

Play/Pause Button

Earphone Volume

Earphone Jack

Turbo (B button): Enhances jumping, firing, running and shielding.
Shield (C button):

Creates a spherical shield around the player and protects him from attacks. As the shield power decreases, the shield becomes more and more transparent until it is totally drained.

Jump (Control Right Shift): Player makes a small jump.
Move (thumb pad):

Points and moves the character in the direction of the thumbpad.
Pause ("stop" button): Pauses the game.

PLAYER ENERGY/POWER-UPS

Upon entering the game, each character is beamed into each level on his/her color coded transporter pad (blue for player 1, red for player 2). The player's transporter pad will reappear if the player is knocked down to less than 40% health and will replenish 20% of shield, turbo, and health if the player runs over it. When the first human, and every 2 humans thereafter is saved, a health, shield or turbo power-up will appear. If all of the humans are saved then a tri-attack, super shield or rapid fire power-up pad appears. The following is a description of all power-ups:

Health:	Replenishes 20% of lost health.
Turbo:	Replenishes 20% of lost turbo.
Shield:	Replenishes 20% of lost shield power.
Tri-Attack:	Gives the player 30 rounds of triple long range attack
Rapid Fire:	Fires 3 or 4 missiles per long range attack for 30 rounds
Super Shield:	Activated by hitting the "shield" button, destroys all drones on the screen and damages the boss (or energizer).

SCORING

Player's are awarded points for destroying drones and interior walls, defeating the boss and rescuing the humans. In a two player game, the player who strikes the boss's death blow gets the "boss kill" and all of the points for killing the boss.

PLAYER CHARACTERS

NAME: Azotar
HOMELAND: Spain
WEAPON: Energy Whip
SPECIAL ABILITIES: Double damage energy burst, whip pull (pulls opponent into Azotar's waiting fist), teleport (hit "jump" and "shield" at the same time).
BACKGROUND: Born the son of a matador, Azotar disdains the use of guns, deeming them unmanly. An expert at the bullwhip, he found the energy whip to be both worthy of his heritage and deadly in combat.

NAME: Freon
HOMELAND: Iceland
WEAPON: Ice Cannon
SPECIAL ABILITIES: Freeze ray which immobilizes opponents.
BACKGROUND: Reputed to be a direct descendant of Leif Ericsson, the Viking explorer, Freon is a Nordic warrior of unmatched ferocity. Her weapon of choice reflects her cold-blooded battle ethic and frigid homeland.

PLAYER CHARACTERS *(cont'd)*

NAME: Arashi
HOMELAND: Japan
WEAPON: Lightning Sword
SPECIAL ABILITIES: Double damage lightning bolt, teleport (hit "jump" and "shield" at the same time).
BACKGROUND: Raised by Shinto warrior monks, Arashi became the youngest samurai in Japanese history. It is rumored that his sword was forged by Japan's war god, Hachiman, especially for this fearsome warrior.

NAME: Hawk
HOMELAND: Alaska, U.S.A.
WEAPON: Pulse Cannon/Flamethrower
SPECIAL ATTACK: Hawk has a flame thrower which can clear the field of his weaker opponents.
BACKGROUND: Hawk was a member of US Special Forces before the Semag-Resal takeover left him a warrior without a country. Hawk is bent on destroying all alien life on earth and restoring human rule.

GAME HINTS

1. Release humans stored in stasis by shooting the capsule. Bonus points and power-ups are awarded for freeing all of the humans.
2. Power-ups either reenergize the player or give the player special abilities.
3. Hold the "Turbo" button to enhance running, jumping, attacking or shielding.
4. Hold the "Attack" button down and move the thumbpad to shoot and move at the same time.
5. Hit "Shield" and "Attack" at the same time to use the character's special weapon.
6. Destroy the energizer to stop enemy robots from beaming in.
7. Bonus life awarded every 30,000 points.

CREDITS

Lead Programmer:	Nathanael Brown	**Actors**
Lead Artist:	Darren Thorne	*Arashi:* Jeff Baker
Assistant Programmer:	Tommie Daniel	*Azotar:* Nathanael Brown
Assistant Artist:	Jeff Baker	*Freon:* Maida Smith
Music/Sound Effects:	Gino Rascon	*Hawk:* Darren Thorne
Artist:	Larry Shultz	
Special Assistance:	Ben Brammer	
	Elizabeth Bennington	